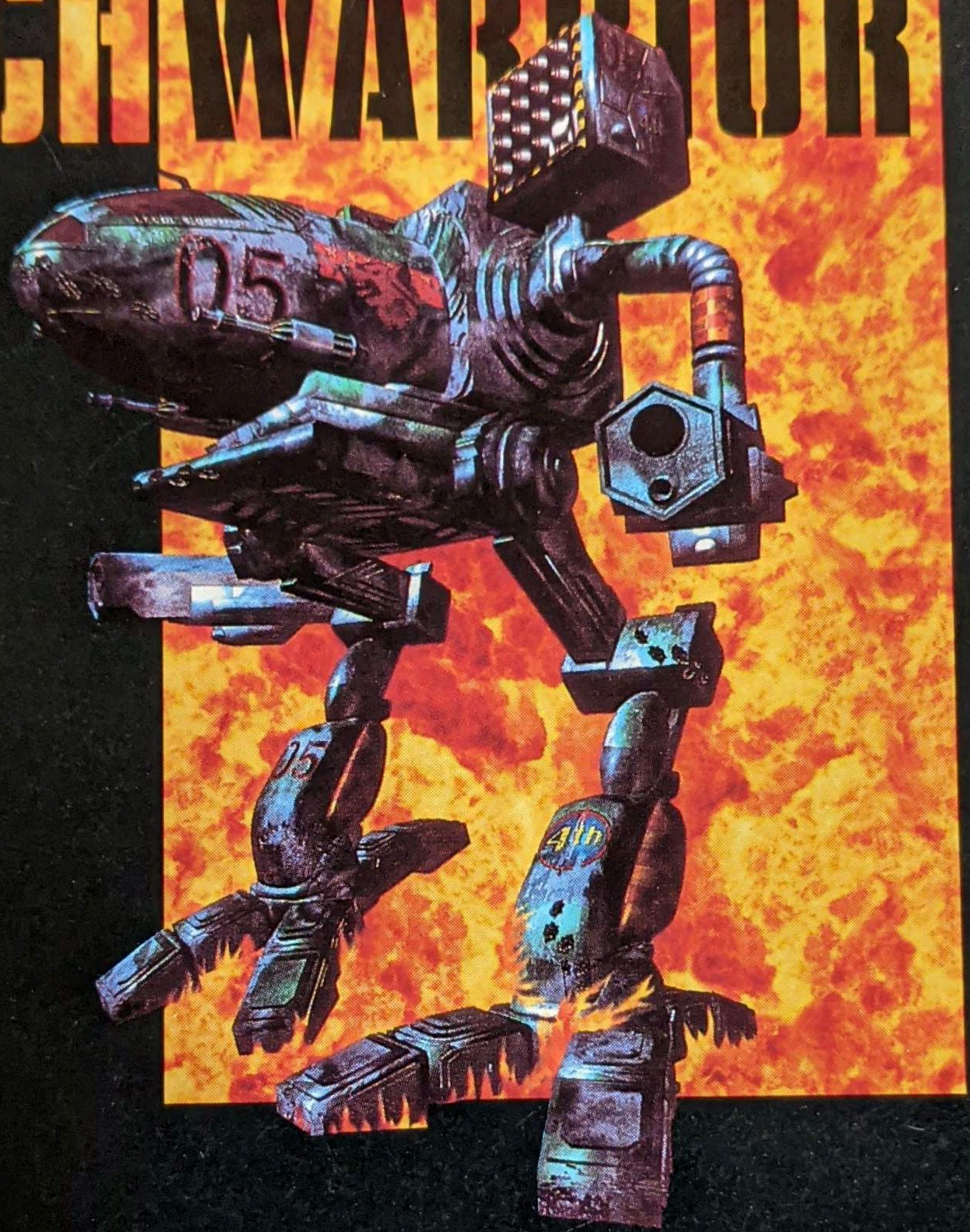


U/SNS-A35E-USA

MECH WARRIOR® 3050



INSTRUCTION MANUAL

KIDS TO ADULTS



ACTIVISION®

SUPER NINTENDO.
ENTERTAINMENT SYSTEM

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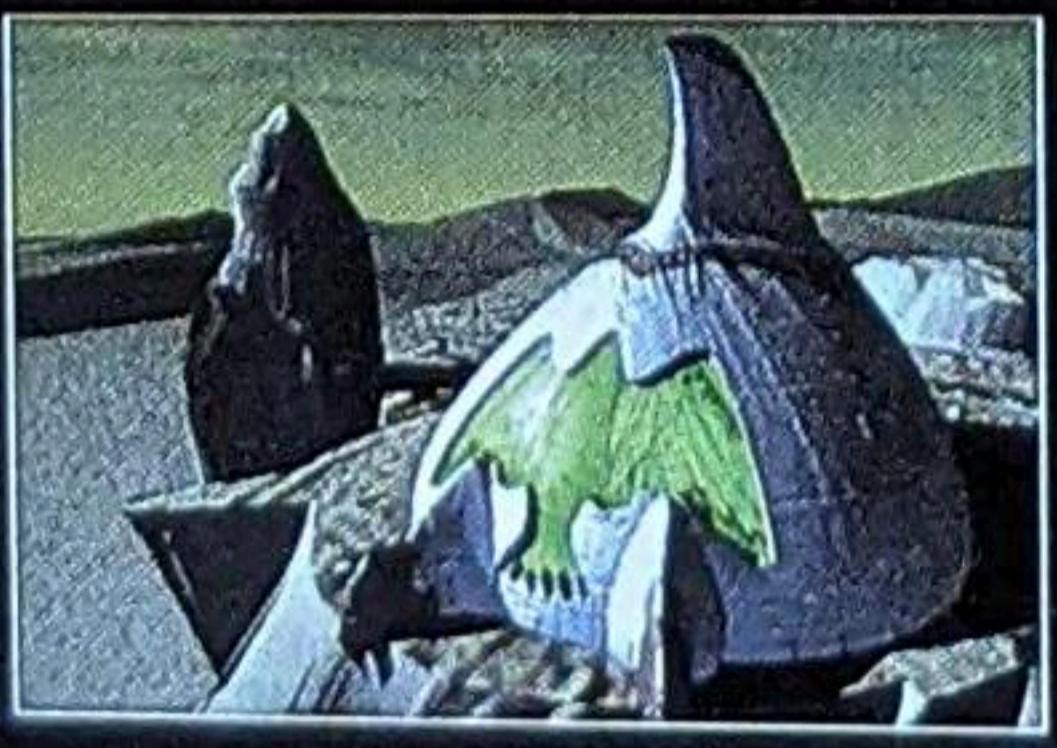


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MECHWARRIOR[®] 2

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ACTIVISION[®]

WELCOME TO THE 31ST CENTURY

It's 3050 and times are tough. The savage warfare that has become the status quo of the past two-and-a-half centuries is at a fever pitch. The Clans—joined together by a powerful IlKhan into a fragile confederation—are on the verge of crushing the armies of the factious Inner Sphere and reuniting the galaxy under the starry banner of the once-great Star League. At the helm of seven-story, 60-ton BattleMechs, you, and other Mechwarriors like you, hammer at one another barbarously for control of distant worlds.

The victory is nearly won when, suddenly, the death of the IlKhan grinds the Clans' advance to a halt. A new IlKhan must be selected before the ancient Clan rivalries can erupt into a power struggle that will tear the alliance apart from within. Already the Inner Sphere is taking advantage of the lull to rearm their 'Mechs and refit their defenses in preparation for the renewal of the Clans' attack; the Clans' hard-won chance to reunite the galaxy is about to slip away forever.

But the Clans have a new weapon—the "Madcat" Heavy OmniMech. It has enough firepower and armor to take on an Inner Sphere army all by itself . . . and win. An unproven but ruthless and cunning MechWarrior is needed to pilot this new 'Mech on near suicidal missions to keep the Inner Sphere's hands full while a new IlKhan is chosen. That's where you come in. As a proud warrior of Clan Wolf, you accept the challenge. If you succeed, you'll win honor, glory, and a coveted Bloodname—a royal title within your Clan. Failure will mean defeat for the Clans, and exile to a remote and hostile world for you. Take your pick.

GETTING STARTED

1. Set up your Super Nintendo Entertainment System and plug in **Controller 1**.
2. With the power switch **OFF**, insert the **MECHWARRIOR® 3050 Game Pak** into your system and press down firmly.
3. Turn your TV or monitor **ON**, then turn the Super Nintendo Entertainment System power switch **ON**. After a moment, the **MECHWARRIOR® 3050** introduction will appear.
4. Press **START** on your Nintendo Controller to begin.

Important Note: If nothing appears on the screen, turn the power switch **OFF**. Make sure the Game Pak is inserted correctly, then check all cables to make sure they are properly connected. Then try again. (Always turn the power switch **OFF** before inserting the Game Pak.)

THE GAME MENU

2

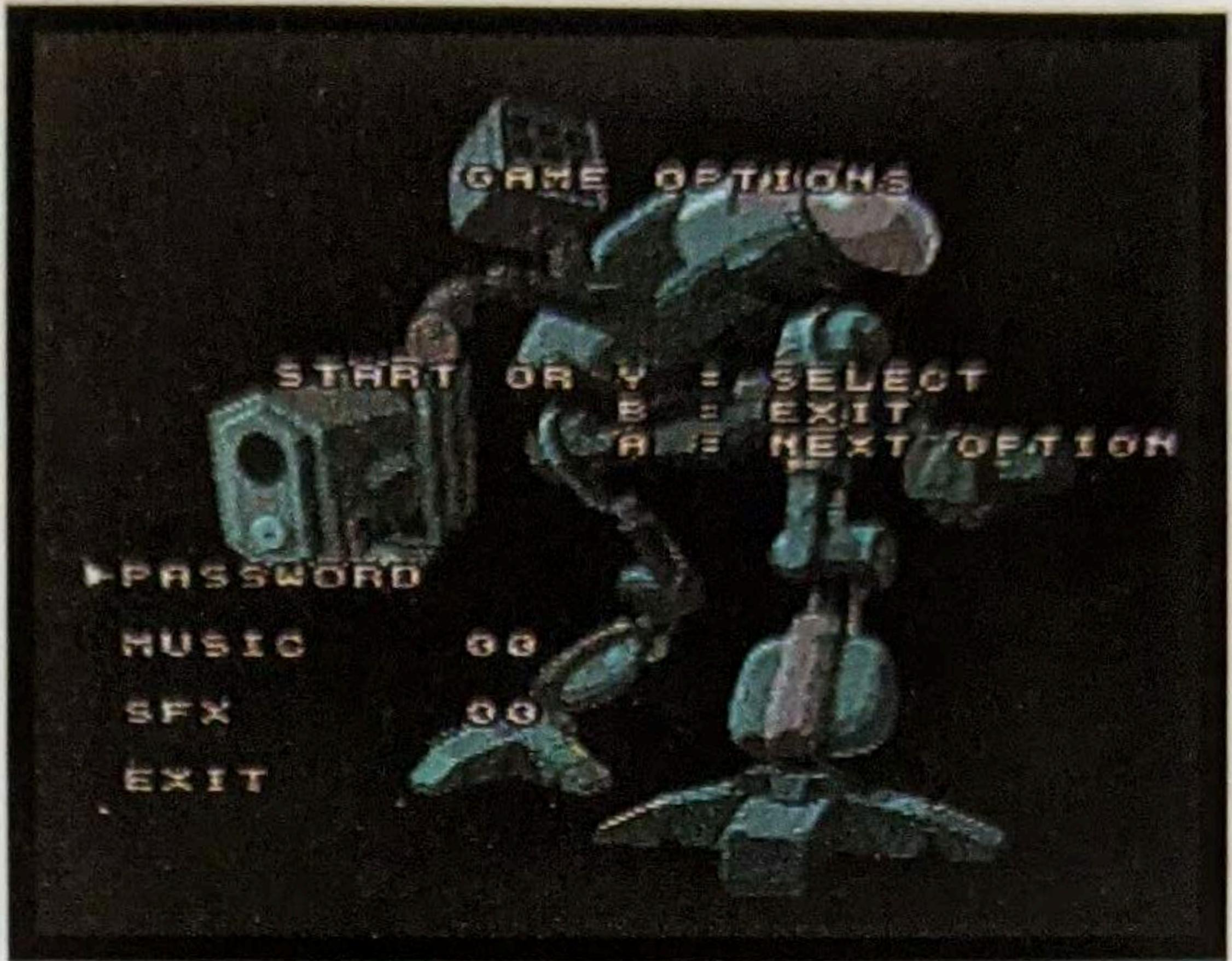
1-PLAYER MODE

Pits one player against the computer and the defenses of the Inner Sphere.

2-PLAYER COOPERATIVE MODE

In this mode of play, two players can control one 'Mech against the onslaught of the Inner Sphere's defenses! The player using Controller 1 operates the Madcat's weapons, while the player using Controller 2 acts as the driver and steers the Madcat.

OPTIONS



Options

The Options Screen is where players can go to open the Password Screen, or preview music or sound effects from the game. The default Controller functions on the Options Screen are as follows:

START BUTTON Enters Selected Option

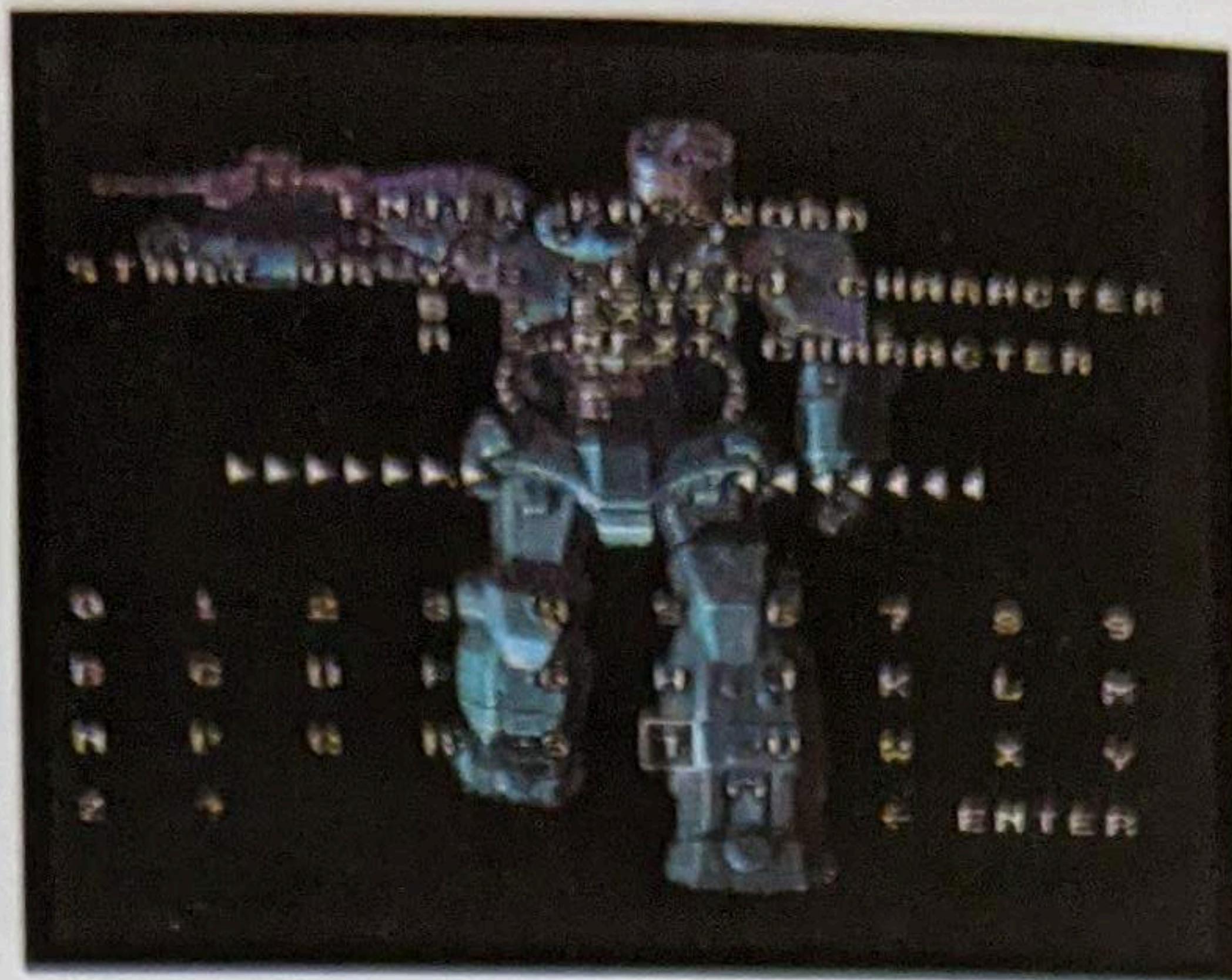
CONTROL PAD Moves Cursor

A BUTTON Next Option

B BUTTON Exits

Y BUTTON Enters Selected Option

PASSWORD



The Password Entry Screen

At the end of every mission, you will be issued a 6-character password. **WRITE THIS PASSWORD DOWN**. It will allow you to continue the game from that point at any time.

To enter a password:

- Go to the Password Entry Screen on the Options Menu.
- Use the **Control Pad** to move around the letter grid, and press **START** or the **Y Button** to select the desired letter.
- Once you have entered all 6 characters, highlight **ENTER** and press **START**. You will resume the game (with 3 new lives) with the last mission you began after you received your password.

MUSIC

Lets you preview all of the music heard in the game.

- Use the **Control Pad** to move left or right to select a music track number.
- Press the **Y Button** or **START** to play the selected track.

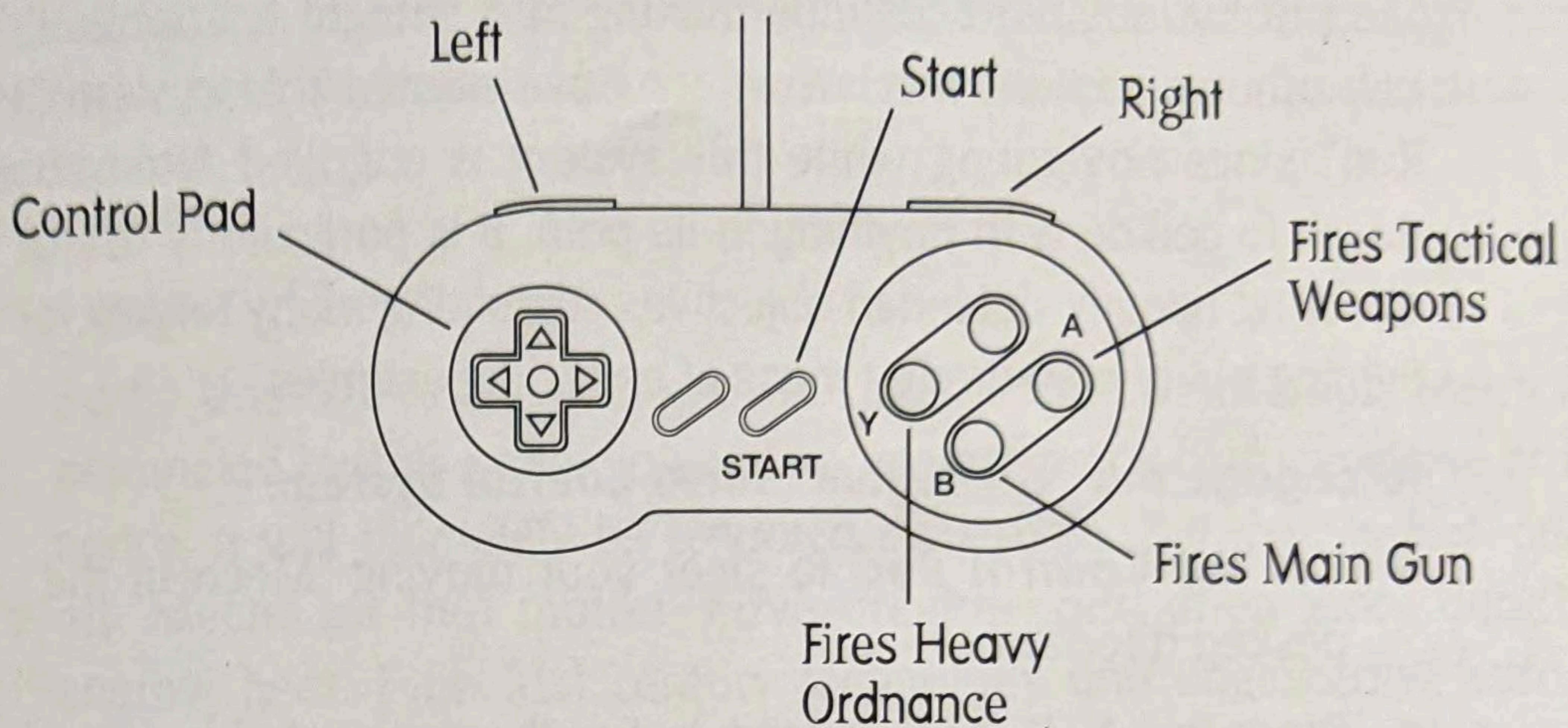
SOUND EFFECTS (SFX)

Lets you preview all of the sound effects heard in the game.

- Use the **Control Pad** to move left or right to select a sound effect number.
- Press the **Y Button** or **START** to play the selected sound effect.

THE "MADCAT" HEAVY OMNIMECH

OPERATING CONTROLS



Controller

Control Pad	Controls the direction in which your 'Mech moves
A Button	Fires Tactical Weapons
B Button	Fires Main Gun
Y Button	Fires Heavy Ordnance
START Button	Views Computer Systems, Pauses/Resumes Game
LEFT Button	Turns your 'Mech's torso to the left
RIGHT Button	Turns your 'Mech's torso to the right

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STEERING AND FIRE CONTROL MECHANICS

Unlike other 'Mechs of similar size classes, the Madcat has a simple steering and fire control interface. Use the **Control Pad** to steer the Madcat in the desired direction (the top of the screen will always be north), and all weapons will be fired in the direction that the Madcat is facing.

The Madcat is also equipped with an advanced steering and fire control computer which allows a 'Mech to fire its weapons in a direction other than that in which it's heading. This system, the "Hit-N-Run" Torso Control System, can offer great advantages in certain tactical situations.

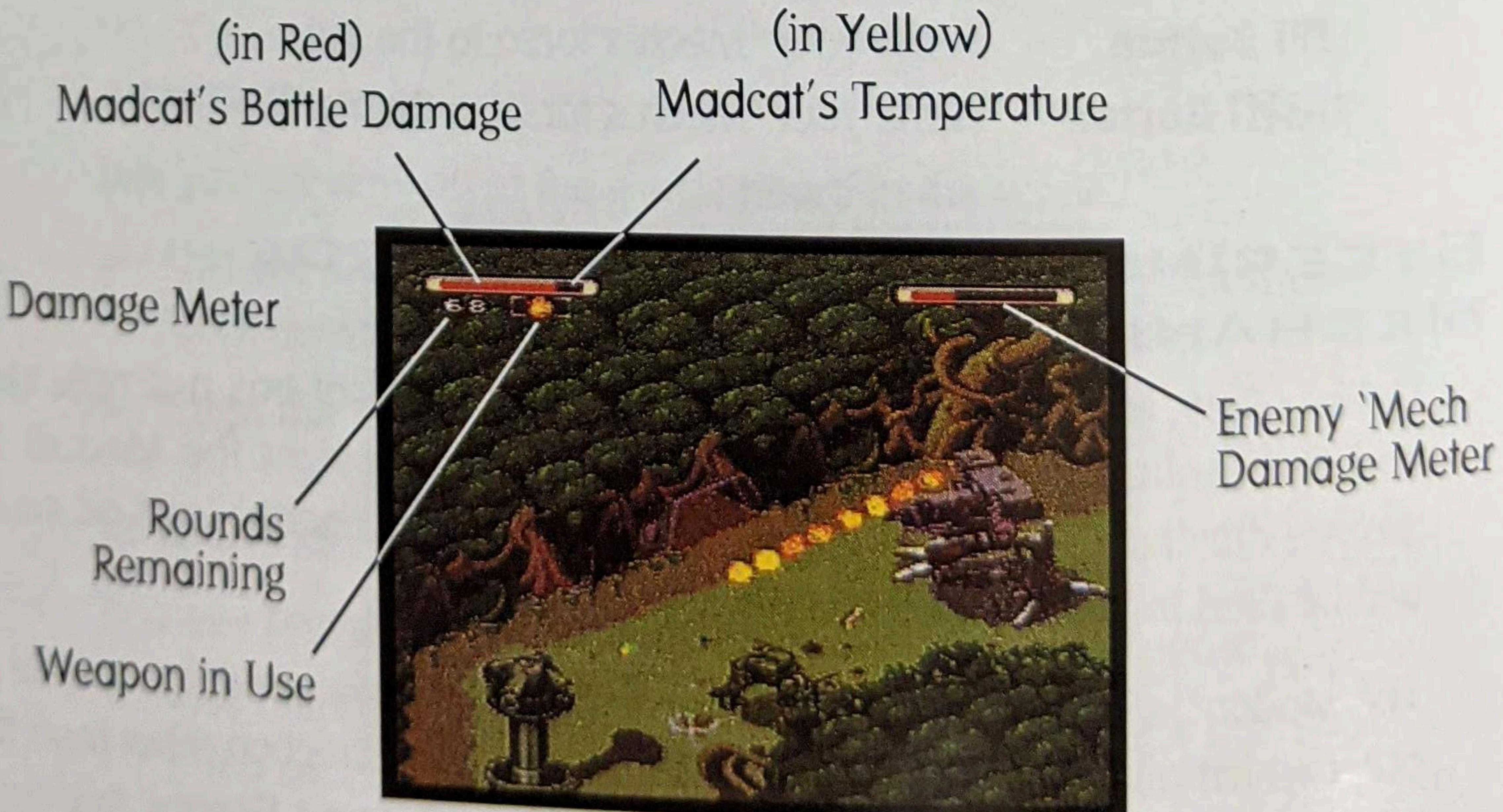
THE "HIT-N-RUN" TORSO CONTROL SYSTEM

This BattleMech computer system allows weapon mounts on the 'Mech's torso to operate independently of the leg chassis, giving the Madcat the ability to continue moving in a straight line while firing in any other direction. MechWarriors have named this system "Hit-N-Run" since navigating while this system is engaged often causes a 'Mech to collide with anything in its path. It is particularly useful when attacking heavily-defended objectives containing many targets, or when fighting out of a swarming mass of encircling enemies.

To engage the "Hit-N-Run" Torso Control System:

- Use the **Control Pad** to steer your moving 'Mech in the desired direction.
- Press the **A, B, or Y Button** to fire the designated weapon (located in the torso).
- Use the **LEFT** or **RIGHT Button** to turn the 'Mech's torso to a different position, thus redirecting the weapon's fire. The 'Mech will continue to travel in the previous direction, while firing in the newly selected direction.
- Release the **LEFT** or **RIGHT Button** to disengage this system.

MONITORING BATTLE AND HEAT DAMAGE



The Madcat is one of the most durable 'Mechs ever produced. Heavily armored on all sides, it can take a lot of punishment. Its armor is encased in heat-treated tiles designed to diffuse any heat resulting from atmospheric or battle conditions. In spite of all of this protection, however, the chief enemies of any 'Mech are the cumulative effects of damage and excessive heat. Any combination of these two elements can quickly destroy the Madcat.

HEAT DAMAGE

Battle damage is easy enough to understand: when your 'Mech is pummeled by salvo after salvo of heavy lasers and high-explosive ordnance, it will ultimately be rendered inoperable. But the Madcat—and all 'Mechs for that matter—have another, and often more deadly enemy: heat. Even 31st century technology and engineering hasn't found a way to counter the negative effects of heat on mechanical systems. Multiple hits by enemy ordnance can cause the Madcat's ion fusion drive chamber to overheat and explode.

- All systems can be cooled and all damage repaired by the large coolant stores that can be found throughout enemy installations.
- The fastest way to destroy an enemy 'Mech is to overheat it.
- Removing your 'Mech from the source of excessive heat will allow it to cool down.
- The more battle damage a 'Mech sustains, the more susceptible it is to overheating.
- Battle damage and heat are monitored on the Damage Meter.

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THE DAMAGE METER

Located in the upper left corner of the game screen, this meter gives the MechWarrior a constant view of the temperature and damage status of the Madcat.

- The RED bar on the Damage Meter shows damage sustained from enemy ordnance, or extended exposure to extreme heat. As damage increases, this bar will extend to the right.
- The YELLOW bar represents critical increases in the Madcat's temperature. As heat increases, this will extend to the right.

- When either the RED or YELLOW bars fill the entire Damage Meter, the Madcat will suffer a fatal internal explosion.

THE WEAPONS STATUS MONITOR

The Weapons Status Monitor is displayed beneath the Damage Meter.

- Displays the weapon firing and the number of rounds it has remaining.
- Reflects increases in the number of rounds available as a result of finding enemy weapons caches.

ENEMY 'MECH DAMAGE METER

The Madcat's sensors will monitor the damage inflicted on an attacking enemy 'Mech. This information appears on the Enemy 'Mech Damage Meter in the upper right corner of the game screen upon the approach of an enemy 'Mech.

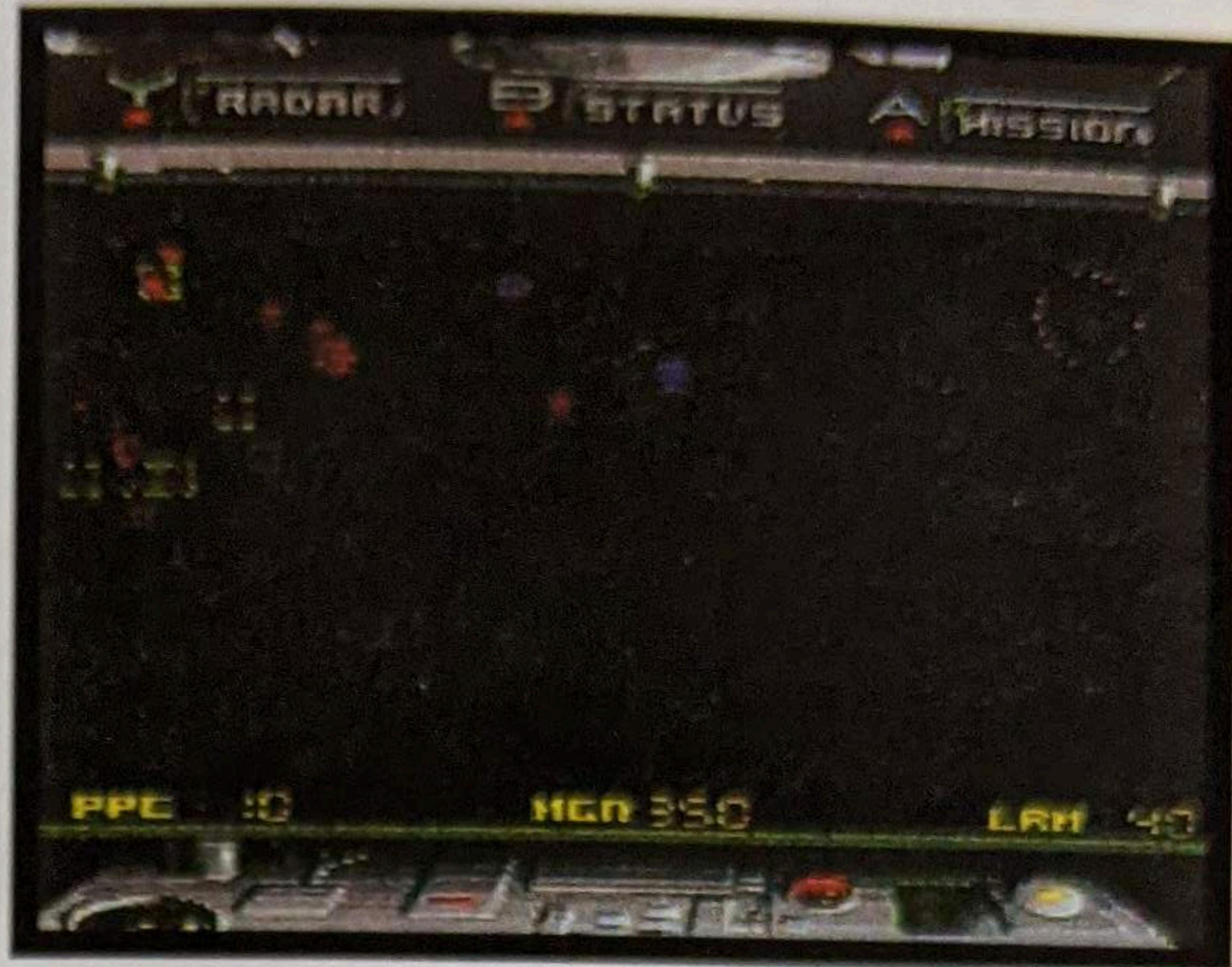
- This meter indicates damage the same way as the Madcat's Damage Meter.
- This meter will disappear when the enemy 'Mech is destroyed.

COMPUTER SYSTEMS

The Madcat is fitted with three easily accessible informational computers that provide the 'Mech driver with split-second information: the Radar Computer, the 'Mech Status Monitor, and the Mission Monitor.

- Pressing **START** will simultaneously pause the game and access the Radar Computer. Note: The Madcat will not sustain damage while any of the computer systems are being viewed.
- Press **START** to return to the game.

THE RADAR COMPUTER

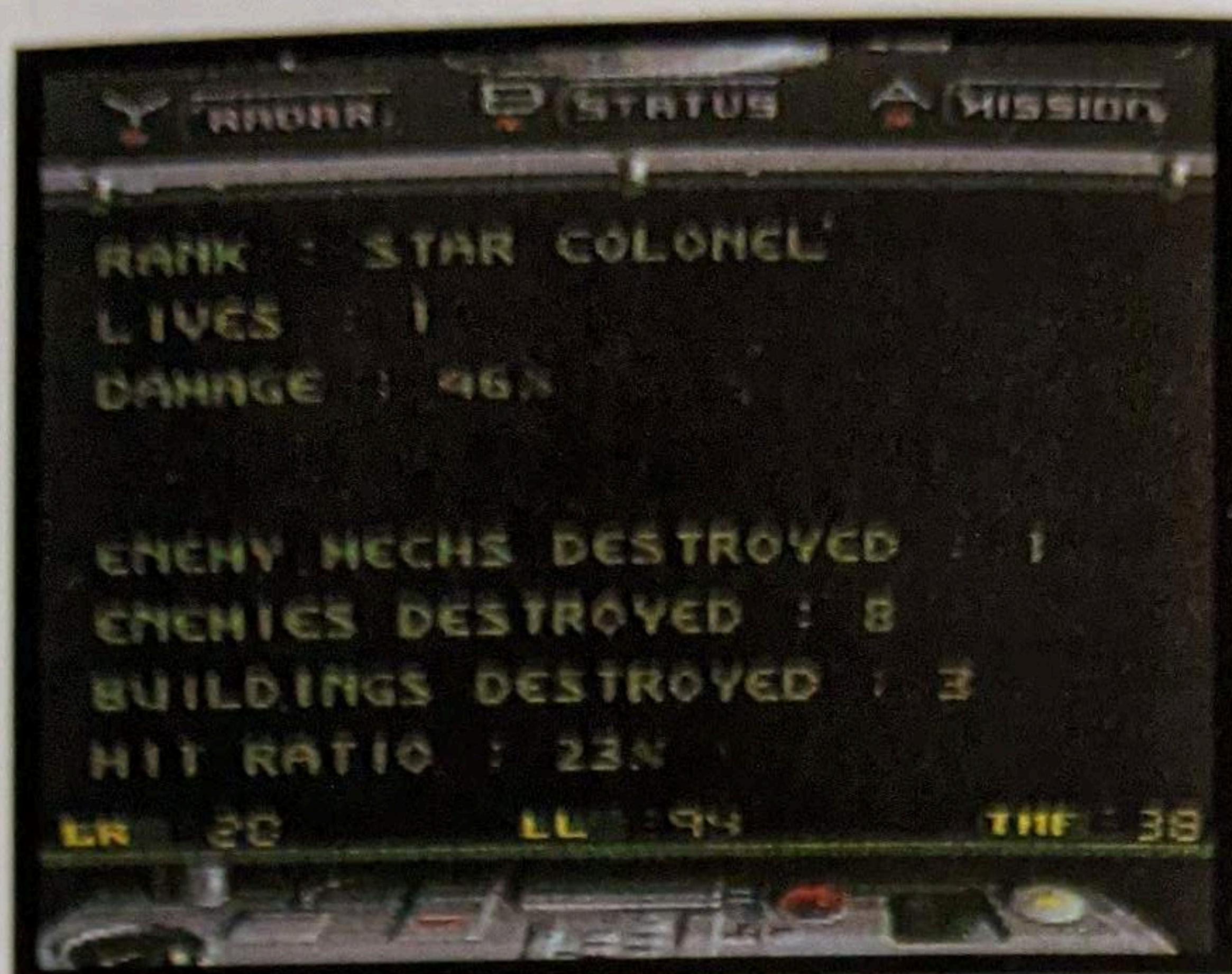


Radar Computer Screen

The Radar Computer can be viewed at any time to provide an overall view of the tactical situation.

- Press **START** to pause the game and simultaneously access the Radar Computer.
- The Madcat will appear as the BLUE 'Mech on the Radar Computer screen.
- Enemy 'Mechs, tanks, gun emplacements, etc. will appear in RED.
- The Madcat's next mission objective will appear inside a RED circle.
- Destroyed objectives will appear inside BLUE circles.
- Undestroyed enemy buildings will be bracketed in GREEN.
- Coolant and ammunition caches will appear in BLUE.

THE 'MECH STATUS MONITOR

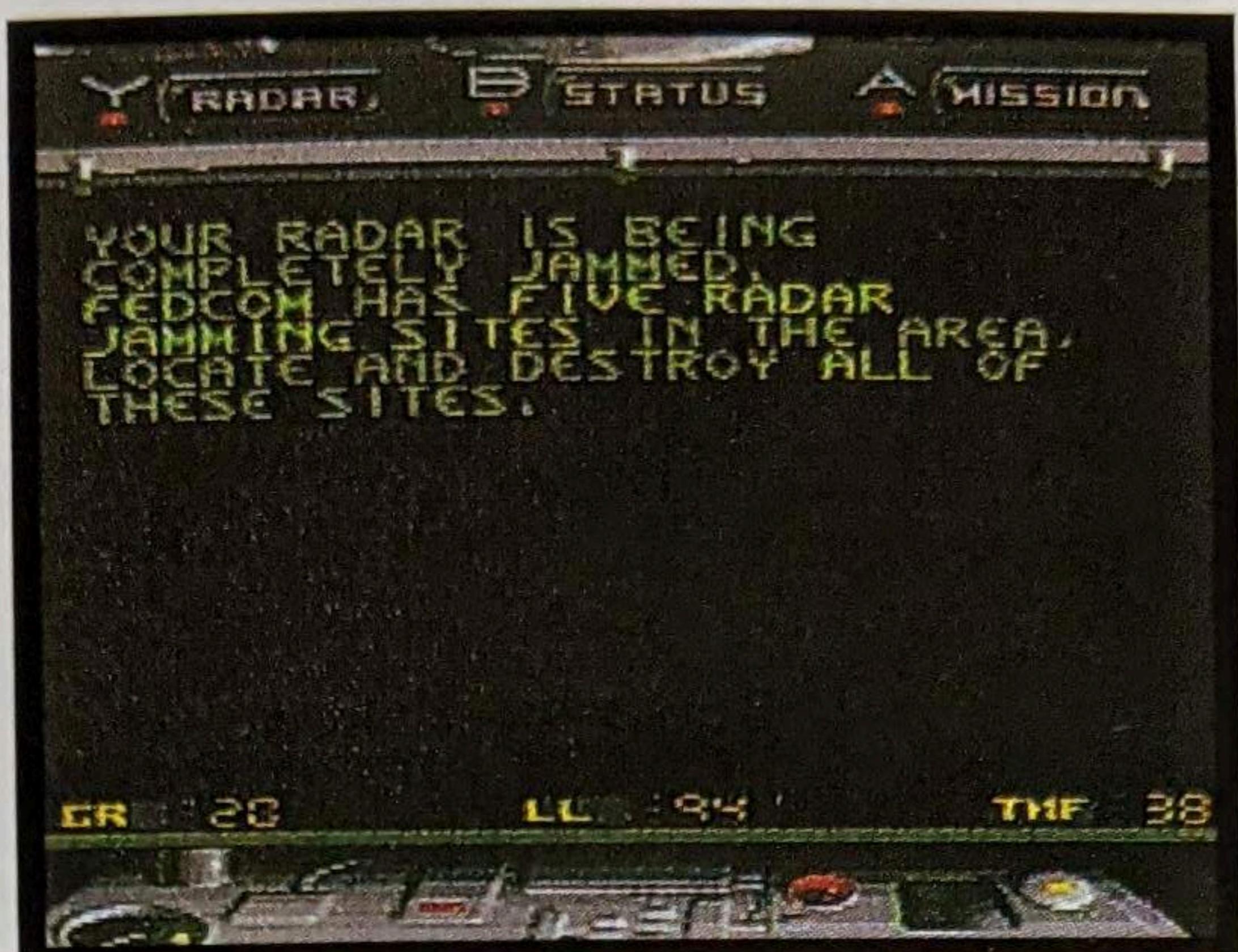


Mech Status Monitor Screen

This monitor quantifies the Madcat's success in battle, providing the pilot's current rank, the number of 'Mechs remaining (lives), and the percentage of damage that the Madcat has sustained (when the Madcat is 90% damaged, it is nearly destroyed).

- The 'Mech Status Monitor can be accessed by pressing the **B Button** while the game is paused.
- Press the **Y Button** to return to the Radar Computer screen.
- This monitor also tallies the number of enemy 'Mechs destroyed, the total number of enemies destroyed, and the number of buildings destroyed.
- The 'MechWarrior's marksmanship (the ratio of hits to rounds fired) is displayed as a percentage.

THE MISSION MONITOR



Mission Monitor Screen

This will tell the MechWarrior what the next mission objective is and give a brief recap of mission orders.

- The Mission Monitor can be accessed by pressing the **A Button** while the game is paused.
- Press the **Y Button** to return to the Radar Computer screen.

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WEAPONS SYSTEMS



Weapons Selection Screen

The Madcat is fitted with the diverse TRIO Battle Chassis, consisting of three assault class weapons platforms, each of which can be armed with one of three different types of assault weapons. The available combinations give the Madcat the raw power necessary to overcome an entire enemy installation.

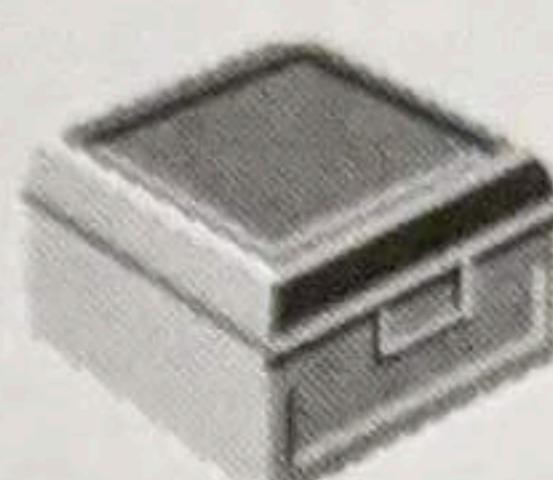
A Madcat with a shrewd, accomplished, and gutsy MechWarrior at the helm is capable of anything. And when you're in a really tight spot, always remember that you're in control of a seven-story, 75-ton behemoth that can crush almost anything beneath its massive metal feet!

After obtaining your orders from headquarters, the Weapons Selection Screen will appear, allowing you to choose the weapons load you desire for your mission.

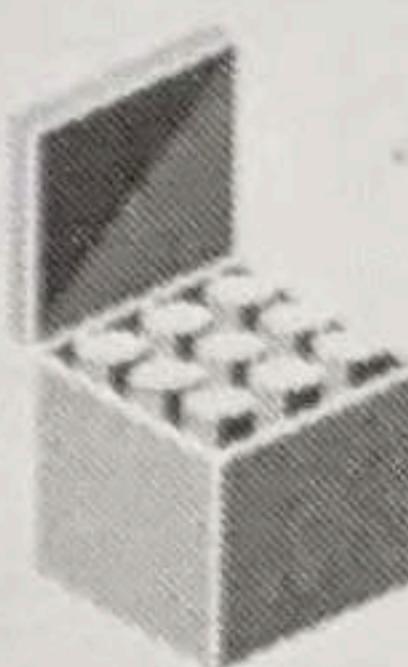
To Select Your Weapons Load:

- Use the **Control Pad** to move LEFT or RIGHT to select a Weapons Column.

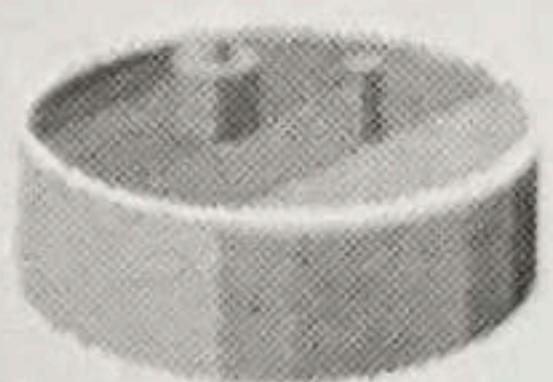
Column A = Heavy Ordnance



Column B = Main Gun



Column C = Tactical Weapons



- Use the **Control Pad** to move **UP** or **DOWN** to select a weapon type within the Weapons Column.
- Once the weapons load is selected and the mission begins, it cannot be changed until the mission is completed.
- At the beginning of the mission, your 'Mech will be fully stocked with the maximum amount of ammunition for each of the three weapons. The number of rounds varies with each weapon.
- Ammunition can be replenished during the course of the mission by recovering any weapons caches discovered, but the number of rounds can never exceed the maximum ammo load.
- MechWarriors should note that certain weapons—especially tactical weapons—might be more effective in one combat environment than they are in another. A weapon's effectiveness is also dependent on the tactics and fighting style of the individual MechWarrior.

HEAVY ORDNANCE

Since the Madcat is a heavy 'Mech, it relies a great deal on its heavy ordnance to press home its attacks. These weapons have the punch to bludgeon enemy defenses into submission, and quickly destroy buildings and other structures. In the toolbox of the MechWarrior, these are the sledgehammers.



GAUSS RIFLE

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Max Ammo Load: 20 rounds

Damage: Heavy

The Gauss Rifle fires a hypervelocity shell a variable distance. On impact, the shell, and part of its target, vaporizes and produces a series of small secondary explosions that carpet the area of impact.

- The Gauss Rifle inflicts heavy damage on its targets.
- When the Gauss Rifle is fired, a Charge Meter will appear beneath the Madcat's Damage Meter, temporarily replacing the Weapons Status Monitor. The longer the **Y Button** is held, the more charged the Gauss Rifle becomes (the green bar on the Charge Meter will extend to the right).
- The longer the Gauss Rifle is charged, the greater its range. For example, if the Charge Meter is one-third filled, then the Gauss Rifle will fire at targets in the third of the screen nearest the Madcat; if it is charged half way, the Gauss Rifle will target enemies a half screen's distance away; if the meter is fully charged, the Gauss Rifle will target enemies on the opposite side of the screen from the Madcat.

- If the Gauss Rifle is overcharged, it will explode, blowing off the arm of the 'Mech and disabling the Gauss Rifle for the remainder of that 'Mech's life.
- The Gauss Rifle can be fired over walls and other obstacles.

ARROW VI MISSILES

Max Ammo Load: 10 missiles

Damage: Medium

The only smart weapon in the Madcat's arsenal, the Arrow VI's onboard computer will automatically guide it to the nearest and most dangerous enemy in front of the Madcat. The most effective distance weapon, they are incredibly useful for softening up enemy positions prior to a final attack.

- Arrow VI Missiles cause medium damage to targets.
- Arrow VI Missiles can be fired over walls and other obstacles.

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PARTICLE PROJECTION CANNON

Max Ammo Load: 10 rounds

Damage: Variable

Though it is able to raze any structure in a single shot, the Particle Projection Cannon (or "PPC") is best used in 'Mech vs. 'Mech confrontations. It fires a stream of charged nuclear particles a long distance, obliterating anything in the area of impact.

- The PPC can inflict heavy damage on its targets.
- When the PPC is fired, a Charge Meter will appear beneath the Madcat's Damage Meter, temporarily replacing the Weapons Status Monitor (see illustration on page 13). The longer the **Y Button** is held, the more charged the PPC becomes (the green bar on the Charge Meter will extend to the right).
- The longer the PPC is charged, the more damage it will inflict.
- If the PPC is overcharged, it will explode, blowing off the arm of the 'Mech and disabling the PPC for the remainder of that 'Mech's life.

THE MAIN GUN

The Madcat's main gun is its primary weapon. Depending on the mission and forces expected, the MechWarrior can choose to mount one of three types. The majority of the battle environments and combat situations that the Madcat will encounter can be overcome and dominated by this powerful mainstay.

MACHINE GUN

Max Ammo Load: 350 rounds

Damage: Light

Though the Machine Gun isn't the most potent weapon available, its large ammo load and rapid fire allows MechWarriors to put a large volume of ordnance into a target very quickly. It takes more hits to neutralize heavily armored 'Mechs, but against infantry and lightly armored vehicles, the Machine Gun is the weapon of choice.

- Press and hold **B Button** to continuously fire the Machine Gun.
- The Machine Gun has a very fast rate of fire when fired continuously.

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AUTO CANNON

Max Ammo Load: 150 rounds

Damage: Medium

The Auto Cannon is the archetypical main assault weapon. It is a long distance, rapid-fire, auto-loading gun that fires a burst of high-speed, high-explosive, armor-piercing shells. It inflicts medium damage on its target.

- Press and hold the **B Button** to continuously fire the Auto Cannon.
- The Auto Cannon has a medium rate of fire when fired continuously.

LARGE LASER

Max Ammo Load: 100 rounds

Damage: Heavy

The Large Laser is the most powerful Main Gun weapon available. It can be fired quickly and with great effect against any target. When used against enemy 'Mechs, it can make its strength felt quickly. It is the perfect weapon for any assault.

- Press and hold the **B Button** to continuously fire the Large Laser.
- The Large Laser has a medium rate of fire when fired continuously.

TACTICAL WEAPONS

Tactical Weapons are weapons that, while generally effective, are better used to achieve a specific end on the battlefield. It is important to read your mission orders closely before determining which tactical weapon you will bring on a mission.

"MAELSTROM" LONG-RANGE MISSILES

Max Ammo Load: 40 missiles

Damage: Medium

A very straightforward assault weapon that is common on many 'Mechs, the "Maelstrom" long-range missile is designed to quickly deliver a medium-sized warhead to a distant target. They can be used against any target, and can cut a fiery swath through anything before them when many are fired in quick succession.

“INFERNO” SHORT-RANGE MISSILES

Max Ammo Load: 70 missiles

Damage: Medium

“Inferno” Short-Range Missiles are vicious and barbaric missiles that engulf their target in flame. They are incredibly effective in close-quarter combat. With the ability to start small fires and their intense heat generation, they are the ideal ‘Mech killer weapon. By closing with an enemy ‘Mech and letting fly with a long burst of Infernos, the enemy can quickly be “brewed up” (i.e., overheated to the point of explosion).

- Infernos will start small fires in the area of impact that will briefly continue to burn.
- Press and hold the **A Button** to fire a continuous stream of Infernos.

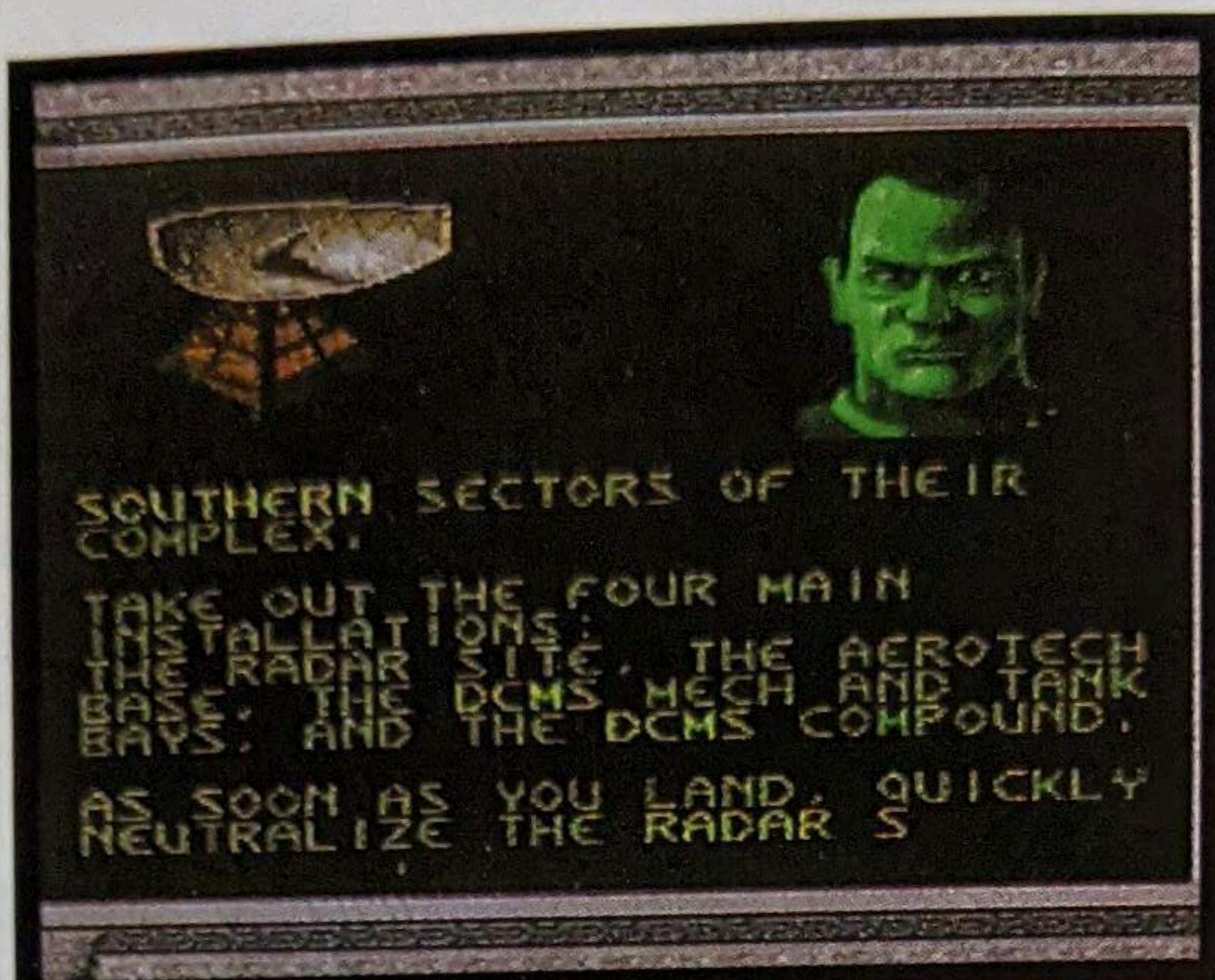
“THUNDER” TIME-DELAY MINES

Max Load: 50 mines

Damage: Heavy

The “Thunder” Time-Delay Mine is a tremendously powerful anti-‘Mech mine that is dropped in the wake of the Madcat as it moves. It is helpful in missions with time restrictions; when working against the clock in hostile territory, it is impossible to take the time to do battle with enemy ‘Mechs and still reach your assigned objective in time. Placing a series of Thunder Mines behind you will severely damage or destroy anything in a large area mere seconds after it is dropped, impeding pursuing ‘Mechs (the mines also explode when enemies make contact with them) and other enemies. They can also be used to destroy objectives when you are too busy fighting to concentrate fire on the objective itself. Simply walk past the objective as you fight, leaving the mines in your wake.

THE MISSIONS



Mission Briefing Screen

Before you are inserted by Drop Ship, you will be provided with a full briefing from mission intelligence by Galaxy Commander Colonel Ward. Study the briefing carefully. It will provide you with detailed information on enemy resistance and attack objectives that is vital to the completion of your mission. You can refer to the Madcat's Mission Monitor for updates while on the planet's surface (see page 11).

Clan Wolf has entrusted you with this mission. If you and your 'Mech are scattered all over the planet before completing the mission, the Inner Sphere will be able to take back everything that you and your people have gained. FOLLOW ORDERS. The fate of the Clans rests in your hands and all will be in vain if you just hop off the Drop Ship and start freelancing all over the planet. If you complete the missions in the order given, you'll have a chance—if not, you're as good as dead before you even start.

MISSION COMMAND ADVISORY:

PRE-MISSION INTELLIGENCE BRIEFINGS ARE HIGHLY CLASSIFIED AND ARE THEREFORE NOT REPRODUCED IN THE "MADCAT" HEAVY OMNIMECH OPERATOR'S MANUAL. THIS INFORMATION WILL BE DOWNLOADED ONTO THE MADCAT'S INFORMATION SCREEN PRIOR TO THE SELECTION OF WEAPONS LOAD AND DROP SHIP INSERTION INTO THE AREA OF OPERATIONS.

'MECH TACTICS: A BRIEF OVERVIEW

- Learn to use your "Hit-N-Run" Torso Control System (see page 6) to your advantage in 'Mech vs. 'Mech confrontations. Enemy 'Mechs will follow you until they are destroyed; running from them will only get you shot in the back.
- Beware of land and homing mines. Remember: They can be destroyed before they explode and cause damage to your 'Mech.
- Read your mission briefing thoroughly. It can provide crucial tactical information. You can always refer back to it on the Mission Monitor (see page 11).
- Don't rush blindly through heavily-defended areas; carefully probe the defenses and work your way in by way of quick, hit-and-run strikes. The worst place a 'Mech can be is in the middle of a cross-fire.
- Be aware of the possible dangers of the environment that your 'Mech is operating in. The surface of some planets can sometimes be more of an immediate threat to your 'Mech's survival than anything the Inner Sphere can throw at you!

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